AMENDMENTS AND LISTIONG OF THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for authorizing execution of ~~request~~ requested actions transmitted between clients and servers of a data processing system, the method comprising:

receiving a ~~first message~~ plurality of server messages from a server, each server message including a set of actions;

simulating execution of [[the]] each set of actions upon receipt of the plurality of server messages;

~~from the~~ based on each simulated execution, building or supplementing a list of allowable actions [[and]] or user-definable inputs to the allowable actions in response to receiving a server message corresponding to the simulated execution;

receiving ~~a second message~~ one or more client messages from one or more clients, each client message including one or more user-requested actions [[and]] or inputs;

comparing the list of allowable actions [[and]] or user-definable inputs in existence prior to receipt of the one or more client messages to the user-requested actions [[and]] or inputs; and

where the list of allowable actions [[and]] or user-definable inputs includes the user-requested actions [[and]] or inputs, authorizing execution of the user requested actions or inputs, and supplementing the list of allowable actions or user-definable inputs upon receipt of a subsequent server message in response to the authorized execution.

2. (Currently Amended) The method as set forth in claim 1, wherein the step of simulating comprises identifying all possible actions [[and]] or inputs to the possible actions resulting from an execution of [[the]] each set of actions at a client.

3. (Currently Amended) The method as set forth in claim 1, wherein the step of simulating comprises invoking and triggering each command, field, user-selectable input option and HTTP request within [[the]] each set of actions.

4. (Currently Amended) The method as set forth in claim 1, wherein the user-requested actions [[and]] or inputs include actions [[and]] or inputs provided during a user session performed in response to receipt of the first a server message at a client.

5. (Original) The method as set forth in claim 1, comprising:

during the step of simulating, detecting an input control requesting entry of a data value and assigning a unique place holder to represent the data value; and

during the step of comparing, matching a pattern of the unique place holder to the input received from the user.

6. (Currently Amended) The method as set forth in claim 1, wherein the step of simulating comprises:

detecting an input control requesting selection of one of a plurality of predefined data values; and

iteratively selecting one of the plurality of predefined data values and continuing simulation of the set of actions and building or supplementing of the list of allowable actions [[and]] or user-definable inputs with the selected one data value until each of the plurality of predefined data values is selected and listed.

7. (Previously Presented) The method as set forth in claim 1, comprising:

prior to the step of simulating, tracing execution of the set of actions at a client; and

during the step of simulating, providing results of the tracing in response to the user-definable inputs.

8. (Currently Amended) The method as set forth in claim 1, comprising:

prior to the step of simulating:

identifying actions within [[the]] a set of actions of the first a server message;

supplementing the [[first]] server message with actions for tracing input to the identified actions; and

transmitting the supplemented [[first]] server message to a client; and

during the set of simulating, providing results of the tracing as user-definable inputs to the identified actions are requested.

9. (Currently Amended) The method as set forth in claim 8, wherein the results of the tracing are included within the second a client message.

10. (Currently Amended) The method as set forth in claim 8, wherein the results of the tracing are included in a third client message that is received prior to receipt of the second a client message that is sent in response to the server message.

Claims 11-15 (Cancelled)

16. (Currently Amended) A method for authorizing execution of requested actions transmitted from a client to a server of a client/server data processing system, the method performed by a gateway coupled between the client and the server, comprising:

receiving, from the server, a plurality of documents, each document including a set of actions;

simulating execution of [[the]] each set of actions upon receipt of the plurality of documents;

from the based on each simulated execution, building or supplementing a list of allowable actions [[and]] or user-definable inputs to the allowable actions in response to receiving from the server a subsequent document corresponding to the simulated execution;

receiving, from the client, and a message one or more messages, each message including one or more user-requested actions [[and]] or inputs;

comparing the list of allowable actions [[and]] or user-definable inputs in existence prior to receipt of the one or more messages to the user-requested actions [[and]] or inputs; and

where the list of allowable actions [[and]] or user-definable inputs includes the user-requested actions [[and]] or inputs, transmitting the user-requested actions [[and]] or inputs to the server for execution, and supplementing the list of allowable actions or user-definable inputs upon receipt of a subsequent document from the server in response to the transmitted user-requested action or input.

17. (Currently Amended) The method as set forth in claim 16, comprising storing, at the gateway, the list of allowable actions [[and]] or user-definable inputs.

18. (Currently Amended) A method for authorizing execution of request requested actions transmitted between clients and servers of a data processing system, the method comprising:

receiving a ~~first message~~ <u>plurality of server messages, each server message</u> including programmable logic integrated with a client application;

simulating execution of [[the]] <u>each</u> programmable logic <u>upon receipt of the</u> <u>plurality of server messages</u>;

~~from the~~ <u>based on each</u> simulated execution, building <u>or supplementing</u> a list of allowable actions associated with the programmable logic [[and]] <u>or</u> user-definable inputs to the allowable actions <u>in response to receiving a server message corresponding to the</u> <u>simulated execution</u>;

receiving a ~~second message~~ <u>one or more client messages from one or more</u> <u>clients, each client message</u> including <u>one or more</u> user-requested actions [[and]] <u>or</u> inputs;

comparing the list of allowable actions associated with the programmable logic [[and]] <u>or</u> user-definable inputs <u>in existence prior to receipt of the one or more client</u> <u>messages</u> to the user-requested actions [[and]] <u>or</u> inputs; and

where the list of allowable actions associated with the programmable logic [[and]] <u>or</u> user-definable inputs includes the user-requested actions [[and]] <u>or</u> inputs, authorizing execution of the user requested actions <u>or inputs, and supplementing the list of</u> <u>allowable actions associated with the programmable logic or user-definable inputs upon</u> <u>receipt of a subsequent server message in response to the authorized execution</u>.